

In the Claims

Please amend claims 11, 13, 15, and 19, all as shown below. This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims

1 – 10. (Canceled)

11. (Currently Amended) A system for debugging in more than one programming language, comprising:

a multi-language debugger with the capability to debug a source code file which contains with multiple[,] nested, compiled and interpreted languages, wherein the multi-language debugger interprets multiple languages that are nested in a single source file, and wherein the multiple nested languages can include both compiled and interpreted languages;

a script debug controller, wherein the multi-language debugger uses a standardized interface for a script engine interface, wherein all communications with the [a] script engine communicates with the debugger will be through calls to the script debug controller engine interface;

a debuggable frame object, wherein the script engine uses a debuggable frame object to retrieve script context for a supported language, wherein each of the multiple nested languages is displayed in a debuggable frame object, and wherein each of the multiple nested languages can be edited in the debuggable frame object;

an interface to a messaging environment, wherein the interface is implemented by a runtime messaging environment that controls a running state of the script engine; and

a debug commands interface; ~~and~~
~~a script debug controller.~~

12. (Previously Presented) The system of claim 11, wherein the multi-language debugger is extensible and a user can add language definitions to support additional languages.

13. (Currently Amended) The system of claim 11, wherein the debugger uses a JAVA™ Debugging Interface (~~JDI~~).

14. (Previously Presented) The system of claim 11, wherein if more than one language appears on a stack, a user can see a debuggable frame for each language and the user can inspect variables for each language.

15. (Currently Amended) The system of claim 11, further comprising: a proxy, wherein the proxy is used between the executing code being debugged and the debugger[;].

16. (Previously Presented) The system of claim 15, wherein the script engine interface can be used by the debugger to communicate metadata to the proxy.

17. (Previously Presented) The system of claim 11, wherein the debugger interacts with the runtime messaging environment.

18. (Previously Presented) The system of claim 17, wherein debugging is performed on a server side of the runtime messaging environment.

19. (Currently Amended) The system of claim 18, wherein the runtime messaging environment interprets language interactions and performs debugging using a ~~in~~ JAVA™ Platform Debugging Architecture (JPDA).

20. (Previously Presented) The system of claim 11, wherein the script engine has a static constructor load the script debug controller.

21. (Previously Presented) The system of claim 20, wherein the script debug controller receives information from the script engine, comprising:

- a) language extensions for each language;
- b) classes that implement the script engine;
- c) information on optional capabilities for each language; and
- d) language name.